

Hyrulian Player's Companion

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Foreword

The goal of this document is to compile all additions, removals and changes I have made in the interest of balance and good fun. At the end of the day, these are just suggestions based on my experience DMing /u/ninjabreadbear's Legend of Zelda campaign setting, with input from my players and fellow DMs. The nature of this document, at time of this writing (May 21, 2015), is mercurial and any content found within is subject to change (or be added to) as things are playtested in my live games. You have been warned. Now, without further ado, onward!

Races of Hyrule

Races V2

Deku

(lore)

Ability Score Increase. Your Wisdom score increases by 2.

Age. Deku reach adulthood around the age of 10 and can live forever, barring accident, injury, or illness.

Alignment. Deku, being sapient plants, tend towards neutral naturally. Those raised by the Great Deku Tree tend towards good due to his guidance and influence.

Size. Deku range from just under 3 feet tall to just over 4 feet tall. Your size is Small.

Type. Unlike other races, your type is plant.

Speed. Your base walking speed is 25 feet.

Natural Being. You are part of the natural world. Beasts, plants and other natural creatures generally react to you one step more positively than normal. Additionally, you enjoy advantage on Wisdom (Survival) checks made within forested areas.

Languages. You can speak, read and write Hylian and Deku. Deku is a deceptively simple language that can have it's meaning augmented by natural phenomena.

Subraces. Deku seem to have had the oddest development of any race, combining magic, evolution, and divine protection into three separate Deku races.

Kokiri

(lore)

Ability Score Increase. Your Dexterity score increases by 1.

Fairy Companion. You share a spiritual bond with a fairy. You can summon your fairy as per the *find familiar* spell except you may only summon a fairy and it has no material components. After you have used this ability, you must finish a long rest before you can use it again.

Mystic Bond. When you complete a short rest, if your fairy was within 5ft of you for the duration of the rest, you may reroll any Hit Dice you use and must take the new result, even if it is lower.

Familiar Advice. When you roll an Intelligence check, you may gain advantage on the roll. You may use this ability only if your fairy is within 30ft of you. Once you use this trait, you can't use it again until you complete a short or long rest.

Nimbleness. You can move through the space of any creature that is at least one size larger than you.

Quick. Your base walking speed increases to 30 feet.

- **Forsaken.** Through accident or intent, you do not have a fairy. Shunned by most others of your kind, you have adapted. Forsaken kokiri lose their Fairy Companion, Mystic Bond and Familiar advice traits. Instead, they gain the following traits:
 - **Altered Perception.** You may change your appearance, as per the *alter self* spell. Once you use this trait, you can't use it again until you complete a short or long rest.
 - **Blend.** When standing still, you may use your action to become invisible. You remain invisible so long as you take no actions and do not move. Spells such as *see invisibility* can only reveal you if you are within 30 feet. Once you use this trait, you can't use it again until you complete a short or long rest.

Korok

(lore)

Ability Score Increase. Your Charisma is improved by 1.

Words of the Forest. You can communicate with mundane plants as if they were a creature you shared a language with.

Gift of the Deku Tree. You may cast *Goodberry* once per long rest. Additionally, you may use an action to create a single seed for a non-magical plant once per long rest. Finally, you may use an action to accelerate the growth of a single plant by up to one year once per long rest.

Natural Camouflage. You have advantage on Dexterity (Stealth) checks if stand still and haven't moved since the beginning of their turn. Additionally, you may hide when only lightly obscured by foliage.

Natural Botanist. You have advantage on Intelligence (Nature) checks regarding plants. You also gain advantage on any checks related to giving care to a plant, such as Wisdom (Survival), or even Wisdom (Medicine).

Scrub

(lore)

Ability Score Increase. Your Strength score increases by 1.

Digging. You have a 15 ft burrow speed in addition to other movement types. You can only burrow through dirt, sand, snow, and similar materials.

Glide. You are very light, and can use your foliage to glide through the air at a speed of 15 feet per round. Each 15 feet forward also includes 5 feet of downward movement. You cannot glide while wearing heavy armor.

Nut Spitter. You can spit nuts at enemies as a natural defense. This is a ranged natural attack that deals bludgeoning damage equal to 1d4 + your Dexterity modifier. Your range is 25/100.

Flexible. You are incredibly flexible, capable of squeezing into spaces less than a foot across if you need to. Spending longer than a minute in such a tiny space will take its toll, however. Every minute spent in a space smaller than one foot, you must make a DC 12 Constitution saving throw or take one level of fatigue. Each successful save increases the DC by 1. Each time a save is failed, the DC resets back to 12.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag or lift.

Goron

(lore) [Homebrewery Link \(Chrome Recommended\)](#)

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Age. Goron reach adulthood at the same rate as humans, and live for more than a century. A healthy diet can let a goron live for even longer periods than that, though few ever make it longer than four centuries.

Alignment. Generally, gorons are polite folk, and protective of those smaller than them. Normally, they do their best to be good to anyone not trying to harm themselves, their friends or the lands they live on.

Size. Gorons are significantly taller than Hylians, standing anywhere from 6 feet tall to well over 7 feet tall, and can weigh in from 140 pounds to well over 1000. Despite this, your size is Medium.

Speed. Your base walking speed is 25.

Darkvision. Accustomed to life underground and in the shadow of Death Mountain, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Lavaborn. You have resistance to fire. In addition, you are immune to damage from lava.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag or lift.

Rocky Hide. Your hide is tough and rocky, allowing you to ignore some blows. When you take damage, you can use your reaction to roll a d12. Add your Constitution modifier to the number rolled, and reduce the damage by that total. After you use this trait, you can't use it again until you take a short or long rest.

Roll. As an action, you may curl up into a ball and begin to roll. While rolling, your movement speed is increased by 20 feet, but you cannot use weapons or cast spells with somatic components. You may end the roll as a bonus action on your turn. If you begin your turn while rolling, you must move at least half your speed before ending the roll.

Languages. You can speak, read and write Hylian and Goron. Goron is a rough, guttural language that sounds approximately like two stones being rubbed together combined with a deep rumble. Thusly, they tend to speak Hylian with something of an accent, which can only be described as "gravelly."

Human

(lore) [Sidebar: [Foreigners](#)]

Ability Score Increase. You may add 1 to an ability score of your choice.

Age. Humans reach adulthood in their late teens and live less than a century, though Gerudo and Sheikah have been rumored to live much longer.

Alignment. Humans tend toward no particular alignment, although superstition will often say otherwise. The best and worst are found among them and their ilk.

Size. Humans vary widely in height and build, from barely 5 feet tall to well over 6 feet tall. Gerudo can be even taller than that, while Sheikah tend to be lighter and lankier than most Hylians. Regardless, your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read and write Hylian and one extra language of your choice. While humans typically learn the language of the races nearest to them, there are several scholarly versions of Hylian from the past, most notably Old Hylian and Ancient Hylian. Even still, they tend to borrow words from a wide variety of languages.

Subrace. The native humans of Hyrule are broken up into three distinct subraces: Hylians, Gerudo and Sheikah. Choose one of these subraces.

[Hylian](#)

(lore)

Ability Score Increase. Your Wisdom score increases by 1. You may add 1 to an ability score of your choice other than Wisdom.

Keen Hearing. The long ears of the Hylians are supposedly so that they can hear the voices of the gods. You have advantage on Wisdom (Perception) checks that rely on hearing.

Cantrip. You know one cantrip of your choice from the cleric spell list. Wisdom is your spellcasting ability for it.

Skill Versatility. You gain proficiency in two skills of your choice.

Language. You can speak, read and write one additional language of your choice.

Gerudo

Due to living in arid regions, there is little time for luxury within the Gerudo culture. They dress in loose clothing that keeps the heat off their tall bodies, and remain active through the early morning and late evening, retreating to the shelter of their clay or sandstone homes during the peak of midday heat. Gerudo tend to have dark olive to brown skin, red hair, and eyes typically ranging from yellow to green. History has associated them with banditry and thievery, but most Gerudo have a better sense of honor than to stoop so low.

Ability Score Increase. Your Constitution and Charisma scores both increase by 1.

Desert Adaptation. You have resistance to fire damage, and you require half as much water as normal.

Gerudo Agility. Gerudo are known for their quick reactions. When you make an attack roll, ability check or saving throw that involves Dexterity, you may grant yourself advantage. Once you use this trait, you cannot use it again until you complete a short or long rest.

Gerudo Weapon Training. You have proficiency with the glaive, scimitar, shortbow and longbow.

Blessing of the Sands. You have proficiency in the Acrobatics and Survival skills.

Language. You can speak, read and write Gerudo.

Sheikah

(lore)

Ability Score Increase. Your Dexterity and Intelligence scores both increase by 1.

Darkvision. Being accustomed to the shadows, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fleet of Foot. Your base walking speed increases to 35 feet.

Eye of the Sheikah. You can cast *Identify* without using material components. Once you reach 3rd level, you can cast *See Invisibility* without using material components. Once you cast these spells once, you cannot do so again until you complete a long rest.

Shadow Folk. You gain proficiency in the Stealth and Insight skills.

Language. You can speak, read and write Sheikah.

Sidebar: Foreigners

Not all humans in the world are hylian, as they as an ethnicity are unique to Hyrule itself. To represent humans from far-flung lands and cultures, known within Hyrule as "round-ears", simply use the human stats presented in the Player's Handbook.

Rito

(lore) [Homebrewery Link \(Chrome Recommended\)](#)

Ability Score Increase. Your Constitution score increases by 2.

Age. Rito mature at the same rate as humans do, and can live just shy of two centuries.

Alignment. Much of Rito society is bound by tradition, leading many to more lawful lives.

Size. Ranging from five and a half to six and a half feet tall, an average Rito is taller than most Hylians, but comparatively lighter. Your size is Medium.

Speed. Your base walking speed is 30.

Wings. You have a fly speed of 30. To use this speed, you can't be wearing medium or heavy armor.

Eagle Eyes. You have advantage on Wisdom (Perception) checks that rely on sight.

Graceful Flight. You gain proficiency in the Acrobatics skill.

Languages. You can speak, read and write Hylian and Rito. Rito is a light but sharp language, consisting of whistles, chirps and hums that can cut through the air at long distances.

Subrace. Three types of Rito are commonly seen in Hyrule; Faron, Tabanatha and Lanayru. Choose one of these subraces.

Faron

(lore)

Ability Score Increase. Your Charisma score is increased by 1.

Brilliant Plumage. While flying, you may take an action to display your vibrant plumage.

Creatures within 30ft that can see you must make a DC 8+proficiency bonus + charisma bonus Wisdom save or else be enamored by you. You have advantage on any ability check to interact with them. This effect ends one minute after you stop flying or they can no longer see you, or if you or your companions do anything harmful to it (whichever comes first). A creature that is affected by this (whether they make their save or not) cannot be affected again for 24 hours. You can use this ability once per short rest.

Tabanatha

(lore)

Ability Score Increase. Your Wisdom score is increased by 1.

Sturdy Wings. You may use your fly speed when wearing medium armor.

Lanayru

(lore)

Ability Score Increase. Your Dexterity score is increased by 1.

Swoop. When you take a Dash action while flying, you gain an additional 10 ft to your base fly speed until the end of your turn.

Twili

(lore) [Homebrewery Link \(Chrome Recommended\)](#)

Ability Score Increase. Your Charisma score increases by 2, and your Intelligence score increases by 1.

Age. Twili have a lifespan twice as long as humans, reaching maturity in their late teens and living until their second century.

Alignment. Twili have a complex system of morality that can at times seem completely alien to a typical Hyrulean. Order and tradition are paramount to their society, however. They are typically lawful neutral, with good and evil tendencies.

Size. Twili tend to tower in height over most humans, being anywhere from 5½ feet tall to nearly a full seven feet. By comparison, they are rather light and willowy, ranging from just over 90 pounds to about 170 at the high end. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Superior Darkvision. Having lived in the perpetual dusk of the Twilight Realm, you have superior vision in dark and dim conditions. You can see in dim light within 120 feet of you as if it were bright light, and in darkness - including magical darkness - as if it were dim light. Unlike many with this trait, you can discern color in darkness.

Shadow Magic. You know the *minor illusion* cantrip. At 3rd level, you can cast *disguise self* once per long rest. At 5th level, you can cast the *darkness* spell once per long rest. Charisma is your spellcasting ability for these spells.

Interloper's Curse. The Twili's ancestors' transgressions have been passed to the current generation. You have vulnerability to radiant damage, and you have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Shadow's Blessing. You have resistance to necrotic damage.

Magic Resistance. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Languages. You can speak, read and write Hylian and Twili. Twili is a haunting language, with drawn out syllables that always seem to echo no matter where they are.

Zora

(lore) [Homebrewery Link \(Chrome Recommended\)](#)

Ability Score Increase. Your Dexterity score increases by 2.

Age. Zora are considered adults around the same time as a Hylian, though physically, they reach maturity in their early twenties. Typically, zora can live up to three centuries.

Alignment. By nature, the zora are a very orderly people, leaning toward lawful behaviours. Most have an interest in the wellbeing of others as well, thusly tending to good alignments.

River zora often are the exception that proves the rule; they are commonly deliberately rebellious to authority and value the lives of none but their own.

Size. A fully grown zora can range from just over 5 feet tall, to well over 6 feet in height. River zora tend to be shorter and pudgier, dependant on clan, typically ranging from 4 feet to a little over 5 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet, and you have a swim speed of 30 feet.

Amphibious. You can breathe both air and water.

Strong Swimmer. You have advantage on all Strength (Athletics) checks made underwater.

Tough Scales. While not wearing any armor, your AC equals 12 + your Dexterity modifier.

Zora Weapon Training. You have proficiency in the halberd, longsword, shortsword and trident.

Languages. You can speak, read and write Hylian and Zoran. Zoran is a melodic, concise language seemingly designed to be just as audible underwater as it is through the air.

Subrace. Four subraces are commonly found throughout the land of Hyrule: Arctic, Inland, Ocean and River. The Arctic, Inland and Ocean zora are commonly considered “civilized” among the peoples of the land and are accepted by most societies. The River zora are hostile and territorial, often considered barbaric. Choose one of these subraces.

Arctic

(lore)

Ability Score Increase. Your Wisdom score increases by 1.

Arctic Scales. You have resistance to cold damage, and vulnerability to fire damage.

Survival Instincts. You gain proficiency in the Survival skill.

Pack Hunter. You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn’t incapacitated.

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can’t use this feature again until you finish a long rest.

Inland

(lore)

Ability Score Increase. Your Constitution score increases by 1.

Claws. Your unarmed strikes deal 1d4 damage and may deal slashing damage instead of bludgeoning damage.

Inland Scales. You have resistance to cold damage, and vulnerability to lightning damage.

Lucky. When you roll a 1 on a attack roll, ability check or saving throw, you can reroll the die and must use the new roll.

Skillful Pride. You gain proficiency in one skill and one artisan’s tool of your choice.

Ocean

(lore)

Ability Score Increase. Your Charisma score increases by 1.

Electrical Currents. When you are hit by a melee attack, you may use your reaction to have the creature that attacked you take lightning damage equal to your level + your Constitution modifier.

Additionally, when underwater, you may use a bonus action to create a field of electricity around yourself for one minute. Any creature that moves within 10 feet of you for the first time on their turn or ends their turn there must make a Constitution save or take lightning damage equal to twice your level + your Constitution modifier. After you create the electrical field with this feature, you cannot do so again until you take a short or long rest.

Musically Inclined. You gain proficiency in a musical instrument of your choice. You have advantage on Charisma (Performance) checks to sing or play music.

Ocean Scales. You have resistance to lightning damage, and vulnerability to cold damage.

Swift Swimming. Your swim speed increases to 40 feet.

River

(lore)

Ability Score Increase. Your Strength score increases by 1.

Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Aquatic Ambush. You can hide even when only lightly obscured by water or heavy rain.

Fire Spitter. You learn the Produce Flame cantrip, and may cast it without verbal or somatic components.

River Scales. You have resistance to fire damage, and vulnerability to cold damage.

Vital Statistics

The heights of the races of Hyrule are mostly left to interpretation, both in the Player's Guide and the games themselves. That said, I'll post here what I believe to be the most realistic measurements for them. As a note; going off the few Twili we have seen, Twili in general are in fact taller than most Hylians. Midna's imp form does not technically count, since it is a curse, rather than her proper appearance. If you wish to play a cursed Twili, use the korok height and base weight.

Table: Random Height and Weight

| Race | Base Height | Height Modifier | Base Weight | Weight Modifier |
|-----------------|-------------|-----------------|-------------|-----------------|
| Human, Hylian | 4'10" | +2d10 | 110 lb. | x (2d4) lb. |
| Human, Gerudo | 5'2" | +2d10 | 110 lb. | x (2d4) lb. |
| Human, Sheikah | 5'0" | +2d10 | 105 lb. | x (2d4) lb. |
| Zora, Arctic | 5'6" | +2d8 | 110 lb. | x (2d8) lb. |
| Zora, Inland | 5'9" | +2d8 | 100 lb. | x (2d6) lb. |
| Zora, Ocean | 5'6" | +2d8 | 100 lb. | x (2d4) lb. |
| Zora, River | 3'10" | +2d8 | 100 lb. | x (2d6) lb. |
| Rito, Faron | 5'7" | +2d8 | 90 lb. | x (1d6) lb. |
| Rito, Tabanatha | 5'9" | +2d8 | 95 lb. | x (1d6) lb. |
| Rito, Lanayru | 5'4" | +2d8 | 85 lb. | x (1d6) lb. |
| Deku, Kokiri | 3'8" | +2d4 | 35 lb. | x (1d4) lb. |
| Deku, Korok | 2'5" | +2d4 | 20 lb. | x 1 lb. |
| Deku, Scrub | 2'11" | +2d4 | 35 lb. | x 1 lb. |
| Goron | 5'10" | +2d12 | 140 lb. | x (2d20) lb. |
| Twili | 5'4" | +2d10 | 90 lb. | x (2d4) lb. |

Regional Feats

Hyrule Field

Historic Pride

Prerequisite: Hyrule Field home region

Your home is Castle Town, once the bustling heart of the Kingdom of Hyrule. Even if it is only a shadow of its former self, it is still the symbolic centre of Hyrule. You have the following benefits;

- You gain proficiency in history.
-

Melting Pot of Hyrule

Prerequisite: Hyrule Field home region

You hail from Lon Lon, one of the only neutral cities left in Hyrule. Your experience with people of all types and creeds has left you more open than most people, giving you the following benefits;

- You gain proficiency in persuasion.
- You have advantage on all skill checks involving negotiations with multiple different groups.
- When talking with someone, you automatically know the social cues of their culture, knowing at least what not to say, and when not to say it. You ignore disadvantage on Charisma checks that involve foreign cultures.

Racial Feats

Deku

Briar Knight

You are inducted into the Order of the Briar, deku who defend the Great Deku Tree fiercely. You learn the *druidcraft* cantrip. Once you reach 3rd level, you can cast *faerie fire* once per long rest without expending a spell slot. Once you reach 5th level, you can cast *spike growth* once per long rest without expending a spell slot. Wisdom is your spellcasting ability for these spells.

Fairy Bond

Prerequisite: Kokiri, must have the fairy companion trait

You have a far deeper bond with your fairy than normal. You gain the following benefits:

- Your fairy gains a number of hit points equal to your level.
- When your fairy uses the Help action to aid you or an ally in attacking a creature, the target of that attack can be within 30 feet, rather than within 5 feet, of your fairy, if the target can see or hear them.
- You may use your Familiar Advice trait to grant advantage on Wisdom checks you roll.

Puddle Jumper

Prerequisite: Scrub

You are so light on your feet that even water supports you. When you move, you may move across water as if it was solid ground. Additionally, your first 5 feet of movement over water is free. You must end your turn on a solid surface, otherwise you will sink.

Sapling

You secrete a corrupted, poisonous sap that you can coat on your weapons. At the end of a long rest, you may make 1d4+1 doses of venom sap. The DC for venom sap made in this way is equal to 8 + your proficiency bonus + your Constitution modifier and become harmless after 24 hours.

Wayfinder

You are used to navigating the almost labyrinthine woods of your home, thanks in no small part to your keen memory. You gain the following benefits;

- Your movement speed increases by 10 feet.
- You can perfectly recall any path you have travelled.
- You can recall anything you've seen, read or heard within the last 24 hours with perfect precision.

Ya-ha-ha

Prerequisite: Korok

Koroks are well known for their ability to hide. You gain the following benefits;

- Increase your Dexterity score by 1, to a maximum of 20.
- When in a natural environment, you may spend 1 minute in meditation. At the end of that minute, you become invisible. This effect lasts for 1 hour, or until you move.

Goron

Just Keep Rolling

You have learned how to use your ability to roll of your advantage. Once per turn, when you are rolling, you may forcibly move through another creature's space. If you do so, the creature must make a Dexterity saving throw (DC 8 + your proficiency bonus + your Strength modifier). On a failed save, the creature takes 1d6 bludgeoning damage and be pushed 5 feet in a direction of your choice and is unable to target you with Opportunity Attacks this turn. On a successful save, the creature takes no damage and may choose the direction they move in.

The damage increases to 2d6 at 6th level, 3d6 at 11th level and 4d6 at 16th level.

Power Strike

Your prodigious strength, combined with a little finesse, allows you to strengthen your attacks. You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- Your unarmed strike uses a d4 for damage.

- As a bonus action, you may add 1d6 to your melee weapon attacks until the end of your next turn. After you use this feat in this way, you cannot do so again until you take a short or long rest.

Tough as Stone

Some Gorons become more stone than flesh, and you're one of them. When you are not wearing any armor, your Armor Class equals 13 + your Constitution modifier. Additionally, you can hold your breath for up to your Constitution score multiplied by 15 minutes at a time, during which time, you can speak as normal.

Human

Ancient Rites

Prerequisite: Gerudo

You have inherited knowledge of ancient rites of the desert. Choose either fire or cold. You gain the following benefits;

- You may change the damage type of any spell you cast to the type chosen.
- As a bonus action you may add your Charisma modifier as the chosen damage type to weapon attacks for 1 minute. After you use this feat in this way, you may not do so again until you finish a short or long rest.

Blessed

Prerequisite: Hylia

The light of the gods shines on you, more so than other hylia. You learn one cantrip of your choice from the cleric spell list. Once you reach 3rd level, you can cast *bleed* once per long rest without expending a spell slot. Once you reach 5th level, you can cast *prayer of healing* once per long rest without expending a spell slot. Wisdom is your spellcasting ability for these spells.

Human Similarities

More so than any other race, humans are so similar that they can easily disguise themselves as each other. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency in disguise kits.
- When you make any roll to impersonate another human race, you may add twice your proficiency bonus to the roll instead of whatever proficiency bonus you would normally add.

Half-Blood

Your blood is muddied with that of another subrace of human. You gain one of the following benefits; [Sidebar: Rito and Zora Half-bloods]

- **Gerudo:** You gain the *Gerudo Agility* trait. You can take the Ancient Rites feat. You cannot choose this if you are a Gerudo.
- **Hylia:** You gain the *Keen Hearing* trait. You can take the Blessed feat. You cannot choose this if you are a Hylia.

- **Sheikah:** You gain the *Fleet of Foot* trait. You can take the In the Shadows feat. You cannot choose this if you are a Sheikah.

Sidebar: Rito and Zora Half-bloods

In ancient stories, there's evidence romantic relationships forming between humans and the rito and zora. While it's utterly preposterous that such unions could have possibly produced children, people still occasionally claim it. If such a creature existed, it would have either the rito's *Eagle Eyes* or the zora's *Strong Swimmer* trait, and have access to the Sky Magic feat or the Water Mastery feat, respectively.

Light Sleeper

You are a chronic light sleeper, and have learned to get by on less sleep than most. When you take a long rest, you only need to rest for 4 hours to gain the benefits of the rest. Additionally, you have advantage on saves against sleep effects.

In the Shadows

Prerequisite: Sheikah

The ancient art of stealth is something that comes to you naturally. You gain the following benefits:

- You may cast *pass without trace* once per long rest without expending a spell slot.
- As a reaction, you may make a Stealth check. If you succeed, you become invisible until the end of your next turn, or until you attack or cast a spell. You may then move up to half your speed. Once you use this feat in this way, you may not use it again until you finish a short or long rest.

Rito

Divebomb

Prerequisites: Lanayru

You specialize in quick attacks, striking and moving while on the wing. You gain the following benefits:

- Once per turn, while Swooping, if you move within 5 feet of a creature, you may make a melee weapon attack. On a hit, you deal an additional 1d8 of damage. Whether you hit or not, the creature may not target you with Opportunity Attacks until the beginning of your next turn.
- You can hold your breath for up to 15 minutes at a time, and have advantage on Athletics checks while underwater.

Entrancing Songs

Prerequisite: Faron

Your voice is beautifully melodic, and you can use that to your advantage. When you use Charisma (Performance) to sing, you may focus your songs on a single creature within 60 feet that can hear you. If you continue singing for 1 minute, that creature must make a Charisma save (DC 8 + your proficiency bonus + your Charisma modifier). On a failed save, they are charmed by you until one minute after you finish singing. A creature affected by this feat (whether they make their save or not) cannot be affected again for 24 hours.

Fly High

Whether through training or natural aptitude, you can handle higher altitudes and speeds than most Rito. You gain the following benefits:

- Increase your Dexterity by 1, to a maximum of 20.
- Your fly speed increases by 10.
- You are acclimated to high altitude, including elevations above 20,000 feet. You're also naturally adapted to cold climates, as described in chapter 5 of the *Dungeon Master's Guide*.

Mountainborn

Prerequisite: Tabanatha

Native to the high mountains north of Hyrule, you're heartier than most Rito. You gain the following benefits:

- You count as one size larger when determining your carrying capacity and the weight you can push, drag and lift.
- You gain resistance to cold damage.

Sky Magic

Your connection to the sky above is much deeper than that of your fellows, and it shows. You learn the *gust* cantrip. Once you reach 3rd level, you can cast *jump* once per long rest without expending a spell slot. Once you reach 5th level, you can cast *gust of wind* once per long rest without expending a spell slot. Intelligence if your spellcasting ability for these spells.

Strengthened Wings

Having trained long and hard in armor, you have finally attained the strength needed to fly in it. You gain the following benefits:

- Increase your Strength by 1, to a maximum of 20.
- You may fly while wearing armor one category heavier than usual.
- While flying in armor you are proficient in, if you are the target of an attack, you may use your reaction to give the attacker disadvantage. After you use this feat in this way, you cannot do so again until you take a short or long rest.

Twili

Highborn Magic

You have more magical prowess than most Twili. You learn the *mage hand* cantrip. Once you reach 3rd level, you can cast *shatter* once per long rest without expending a spell slot. Once you reach 5th level, you can cast *hypnotic pattern* once per long rest without expending a spell slot. Charisma is your spellcasting ability for these spells.

Lightborn

Your time in Hyrule has left your connection to light and dark changed. No longer weakened by the sun, you gain the following benefits:

- Increase your Constitution or Wisdom score by 1, to a maximum of 20.
- You are no longer vulnerable to radiant damage, and you no longer have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.
- Choose Stealth or Perception. You have advantage on the chosen skill when in dim light or darkness.

Shadowbeast Corruption

The ancient betrayal of Zant still resounds through the Twilight Realm to this day, granting some the ability to assume the form of the shadowbeasts he turned the people into. As an action, you can assume a shadowbeast form for 1 minute. Once you use this ability, you cannot do so again until you take a long rest. While in this form, you gain the following benefits:

- Your Strength increases to 20 if it wasn't already.
- Your melee attacks do an additional 1d6 necrotic damage.
- If damage reduces you to 0 hit points, you may make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success you drop to 1 hit point instead.

Umbral Embrace

Blessed with the powers of darkness, you gain the ability to hide in the shadows of others. You may spend an Action to step into the shadow of a target creature within 5 feet of you. If the creature is willing, this happens automatically. If the creature is unwilling, they must be unaware of you and fail a Wisdom save equal to 8 + your proficiency bonus + your charisma modifier. In either event, you step into and become part of their shadow. While in their shadow, you are treated as being invisible and as being in the same space as the creature whose shadow you now inhabit. While hiding in a shadow, you may communicate telepathically with the creature whose shadow you are in, and may take no actions beyond leaving the shadow to an adjacent space as an action.

Zora

Eloquent Speech

Prerequisite: Inland

While most inland zora are more friendly than their ocean counterparts, you stand out.

Possessing a keen mind and a silver tongue, you gain the following benefits:

- Increase your Intelligence or Charisma score by 1, to a maximum of 20.
- Choose two of the following; Deception, Insight, Intimidation, Performance, Persuasion. You gain proficiency in those skills.
- You may cast *Charm Person* once per long rest without expending a spell slot.

Mark of Ganon

Prerequisite: River

Every once and awhile, the Mark of Ganon appears on one of his chosen followers. You have one such mark. At the end of a long rest, choose one of the following effects. It remains until end of your next long rest.

- **Mark of the Vengeful Desert:** Whenever you deal damage with a weapon, you may add your Charisma modifier as fire damage.
- **Mark of the Ascendant Demon:** Whenever you take damage, you may deal necrotic damage to your attacker equal to your Charisma modifier.
- **Mark of the Dark King:** Whenever you would fail a save, you may force a target within 30 feet of you to also make the save as if the effect targeted them as well.

Pride in Your Work

Many zora work hard to hone their skills to be the best they can be, and you are no different.

You gain the following benefits:

- You gain proficiency in a skill of your choice.
- Choose one skill you are proficient in. Your proficiency bonus is doubled for any ability checks you make with that skill.
- Choose one artisan's tool or musical instrument that you are proficient in. Your proficiency bonus is doubled for any check you make with that artisan's tool or musical instrument.

Resilient Fins

Prerequisite: Ocean

Ocean zora are known for their long, tough arm fins. As a bonus action, you may ready your fins for defense. While your fins are readied, you gain a +2 to your AC. Additionally, you may use your fins as melee weapons, dealing 1d6 slashing damage. You may unready your fins at any time during your turn. You may not use this feature while you are using a shield.

Respect the Hunted

Prerequisite: Arctic

The Hunt is sacred, and the arctic zora honour the hunted. By using every part of a fallen foe, you show respect to their spirit. You gain the following benefits:

- Increase your Constitution or Wisdom score by 1, to a maximum of 20.
- You gain proficiency in leatherworker's tools.
- As part of a short rest, you can harvest bone and hide from a slain beast, construct, dragon, monstrosity, or plant creature of size Small or larger to create one of the following items: a shield, a club, a javelin, or 1d4 darts or blowgun needles. To use this

trait, you need a blade, such as a dagger, or appropriate artisan's tools, such as leatherworker's tools.

Swim Deep

You are faster than most other zora, and are considered to be in peak physical condition for athletic pursuits. You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- Your swim speed increases by 10.
- You gain proficiency in the Athletics skill. If you're already proficient in it, you have advantage on any check you make with it.

Water Mastery

A select few zora are gifted with power over water, and you're one of them. You gain the following benefits:

- You learn the *Shape Water* (from the free Elemental Evil supplement) cantrip.
- As an action, you can conjure a magical sphere of water centred on you that lasts for 1 minute. This sphere extends 20 feet in all directions. When you conjure this sphere, you may choose a number of creatures within range equal to your proficiency bonus. These creatures must make a Strength save against a DC equal to 8 + your Charisma bonus + your proficiency bonus or be restrained and immediately begin drowning. Once you've used this feature, you may not do so again until you finish a short or long rest.

Class Options

Being so different from a traditional setting, Hyrule has room for unique class options tied to the lore and themes of the world. Although these class options are tailored to the Zelda setting and based on the themes of that setting, they are designed to be setting agnostic: With very minimal adjustment they can be used in most Dungeon and Dragons settings.

Barbarian

New Primal Paths

Path of the Forest

Nature is a harsh mistress to those that do not know how to survive her wiles. The people of the wood know this better than anyone. Some have taken their connection with their home's surroundings to the next level to survive the creatures within, becoming as the trees in strength to overcome and survive.

Vitality of Oak

The oak bends but does not break. Starting at the 3rd level, as a bonus action you may gain your constitution modifier + your level temporary hit points. You may not use this ability again until you complete a short or long rest.

At 6th, 10th, and 14th level you may use this ability an additional time before having to complete a short or long rest.

Natural Instinct

When you reach the 6th level, your communion with nature allows you to sustain yourself in situations where others would perish. You have advantage on Wisdom (Survival) checks and have immunity to poison damage while raging.

Additionally, you may cast the *Goodberry* spell. You may not use this ability again until you complete a long rest.

Wooden Expression

At the 10th level, your expression becomes as wooden as the trees you call home. Whenever you have temporary hit points from any source, your skin takes on the appearance of tree bark and gain the following benefits:

- You gain advantage on Charisma checks when dealing with plant creatures
- Other creatures have disadvantage on Wisdom (Insight) rolls against you.
- You are under the effects of a *pass without trace* spell while in natural environments.

Guardian Spirit

A tree falls alone, a forest stands together. At the 14th level, whenever you gain temporary hit points from your *Vitality of Oak* ability, you may choose to give a number of creatures up to your Constitution modifier within 30ft the temporary hit points a well. Creatures benefiting from the hit points granted by this ability gain the benefits of your Wooden Expression ability.

You can also use *Vitality of Oak* and *Rage* as the same bonus action.

Bard

New Colleges

College of Ages

The songs of bards are well known throughout the taverns and courts of the land. Thought to be little more than amusement, Bards of the College of Ages see things differently. Songs are evocative and pull on the heartstrings of those that listen now just as much as in ages past. Through song, the emotions of the past are connected to the present. That connection is powerful, and can bring the imagery the song evokes out from the minds of those listening to give it real form.

College of Ages bards seek out songs of the past and present, using their experiences to create connections between themselves and the world around them.

Bonus Proficiencies

When you join the College of Ages at 3rd level, you gain proficiency in one musical instrument of your choice. In addition, you gain proficiency in Arcana and Performance, if you are not already. If you are already proficient either of these skills, you may instead choose any other skill.

Arcane Harmonics

Also at 3rd level, you learn to infuse your songs with arcane power. As an action, you may expend one of your uses of Bardic Inspiration to play a magical song listed below. You know all songs available to you. Only a single song may be played at a time. When you begin to play a new song, the song that you were previously playing ends immediately.

Bonus Inspiration

Starting at 6th level, you may use Bardic Inspiration a number of times equal to your Charisma modifier plus 1 (minimum 2).

Crescendo

At level 14, you have mastered the power of inspiration and the arcane power of music. Once per round, when you roll a Bardic Inspiration die, you may choose to reroll it. You must use the new result, even if it is worse.

In addition, you may now have two songs playing at once. If you have two active songs and activate an additional one, you must choose one of the active songs to end first.

Song List

At the option of the DM, there may be more songs than what is listed here, including songs that you must find to learn.

- ***Aria of Edges***: Requires 6th level. As a bonus action, choose a creature within 60 feet. They must make a Dexterity save. On a failed save, they take 1d6 + your Charisma modifier + your bardic inspiration die slashing damage. On a successful save, they take half the damage. Every hostile creature within 5 feet of the target take half the damage dealt. At 12th level, the damage raises to 3d6 and the area increases to 10 feet. 18th level, the damage increases to 5d6 and the area increases to 15 feet.

- ***Ballad of Whispers***: As an action, create mental bond with a single willing creature within 30 feet and roll your bardic inspiration die. You may speak with that creature as if they were right next to you regardless of how far away they are. This effect lasts a number of minutes equal your bardic inspiration roll. This effect ends early if either subject leaves the current plane of existence or chooses to end it on their turn (does not require an action).
- ***Bolero of the Sun***: As a bonus action, choose up to your Charisma modifier willing creatures within 30 feet. The next weapon attack those creatures make before the end of your next turn deals additional fire damage equal to your bardic inspiration die.
- ***Charming Serenade***: As an action, roll your bardic inspiration die and choose a number of creatures equal to Charisma modifier. They must make a Charisma save. Creatures that fail the save are charmed by you for a number of rounds equal to the number rolled on bardic inspiration.
- ***Melody of Elements***: Requires 6th level. As a bonus action, roll your bardic inspiration die. You and up to Charisma modifier creatures within 30 feet gain resistance to one of the following damage types: Cold, Fire, Lightning, Poison or Thunder. Lasts for a number of rounds equal to the number rolled on bardic inspiration + your Charisma modifier.
- ***Memory's Requiem***: As an action, roll your bardic inspiration die. You may later spend an action to return to the location the song was played if it's within a number of hours equal to your bardic inspiration roll. Playing this song a second time replaces the return location with your current location.
- ***Minuet of Earth***: As an action, roll your Bardic Inspiration die. You summon a mud mephit for a number of rounds equal to the number rolled. The mephit is friendly to you and your companions. Roll initiative for the mephit, which has it's own turns. It obeys any verbal commands that you issue it (no action required by you). If you don't issue any commands to the mephit, it defends itself from hostile creatures but otherwise takes no actions. When the song ends, or the mephit reaches 0 hp, it disappears.

At 6th level, you may instead summon a gargoyle. At 11th level, you may instead summon an earth elemental. The DM has the statistics for any creature you summon.

- ***Nocturne for the Dead***: As a bonus action, roll your Bardic Inspiration die and choose a number of undead within 60 feet of you equal to your Charisma modifier. The affected undead must make a Charisma save equal to your Spell Save DC. On a failed save, they are stunned for a number of rounds equal to the number rolled. On a successful save, they are unaffected.
- ***Prelude of Healing***: As a bonus action, roll your Bardic Inspiration die and choose a number of creatures within 30 feet equal to your Charisma modifier. Those creatures heal for the amount rolled plus your Charisma modifier. At the 6th level, you may heal twice that amount.

- **Sonata of the Sky:** Requires 6th level. As an action, you create a storm centred on you and roll your Bardic Inspiration die. The storm lasts a number of minutes equal to the number rolled plus your Charisma modifier. The storm covers a radius of a mile and affect all within, including yourself. When you play this song, choose one of the following effects:
 - Rain: The storm becomes a tempestuous squall. For every minute that the storm lasts, creatures affected by the storm have disadvantage on any perception checks involving sight. After 6 minutes, treat all creatures more than 30 feet away as lightly obscured.
 - Thunder: The sound of thunder cracks in the sky. For every minute that the storm lasts, creatures affected by the storm have disadvantage on any perception checks involving hearing. After 6 minutes, and every minute thereafter, affected creatures must make a Constitution save. On a failed save, they are deafened for a number of rounds equal to your Charisma modifier.
 - Wind: The wind strengthens to gale force. Creatures have disadvantage on ranged weapon attacks. Additionally, after 6 minutes, flying creatures move at half speed.
- **Song of Souls:** Requires 6th level. As an action cast *Speak with Dead* as per the spell and roll your Bardic Inspiration die. You may ask a number of additional questions equal to the number rolled.
- **Song of Steeds:** As an action, roll your Bardic Inspiration die. You summon a horse, mule, donkey or other appropriate steed for a number of hours equal to the number rolled. The summoned steed will run from combat, and will only fight if cornered. At 8th level, when you summon a steed, you may choose one of the following effects:
 - *Flight:* Summoned creature gains a fly speed equal to its base speed.
 - *Fast:* Summoned creature's base speed increases by 20 feet.
 - *Aquatic:* Your mount gains a swim speed equal to its base speed and the ability to breathe water. While riding the mount, you have water breathing.

Cleric

Hyrule is home to many different deity-like beings, some of which have traits or portfolios that are not easily covered by the default domains of the PHB.

New Domains

Power Domain

The primary domain of one of the three Golden Goddesses, Din, the power domain represents strength and influence. At it's best, it's helpful and showy. At it's worst, it's cruel and domineering.

Spells at cleric level

| Cleric Level | Spells |
|--------------|-------------------------------|
| 1st | Faerie Fire, Wrathful Smite |
| 3rd | Hold Person, Phantasmal Force |
| 5th | Fireball, Call Lightning |
| 7th | Banishment, Fire Shield |
| 9th | Circle of Power, Reincarnate |

Martial Weapon Proficiency

When you choose this domain at 1st level, you gain proficiency in martial weapons.

Blessing of Din

Starting at 1st level, clerics of Power can inspire strength in their allies. Once per short rest, as a bonus action, you may grant one creature within 10 feet of you (including yourself) 2 + your cleric level damage on their next hit with an attack that only hits a single target. This damage is of the same type as the attack. If the attack does more than one type of damage, you may choose which type the damage is. Only one creature may benefit from this ability at a time.

Channel Divinity: Gift of Din

At 2nd level, you can use your Channel Divinity to manifest your power as a palpable aura.

As an action, choose a creature you can see within 30 feet of you. That creature must then make a Charisma save. On a failure, the creature is Charmed or Frightened by you (your choice) for up to 1 minute. On success, that creature is immune to this effect for the next 24 hours.

Improved Gift of Din

By 6th level, your Gift of Din improves. The effect of your Channel Divinity: Gift of Din extends to every other creature within 30 feet of you.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 force or psychic damage (your choice) to the target. When you reach 14th level, the extra damage increases to 2d8.

Force of Din

Beginning at 17th level, your Gift of Din becomes overpowering. If a creature makes their save against your Gift of Din ability, you may force that creature to roll their save again. Additionally, your Channel Divinity: Gift of Din will affect creatures normally immune to Charm or Frightened.

Courage Domain

The primary domain of one of the three Golden Goddesses, Farore, the courage domain represents courage and free will. At it's best, it protects the weak and vanguards against evil. At it's worst, it's controlling and tyrannical.

Spells at cleric level

| Cleric Level | Spells |
|---------------------|-------------------------------------|
| 1st | Compelled Duel, Heroism |
| 3rd | See Invisibility, Magic Weapon |
| 5th | Aura of Vitality, Crusader's Mantle |
| 7th | Aura of Life, Stoneskin |
| 9th | Commune With Nature, Reincarnate |

Martial Weapon Proficiency

Beginning when you take this domain at 1st level, you gain proficiency in martial weapons.

Blessing of Farore

At 1st level, clerics of Courage may bolster their allies. Once per short rest, as a bonus action, you may grant one creature within 10 feet of you (including yourself) 2 + your cleric level temporary hit points. Only one creature may have temporary hitpoints from this source at a time.

Channel Divinity: Gift of Farore

Starting at 2nd level, you can use your Channel Divinity to encourage perseverance in others.

As a bonus action, choose one target within 30 feet of you (including yourself) that is currently Charmed or Frightened. That target may immediately make a new save against the condition at it's original DC, with advantage.

Improved Gift of Farore

At 6th level, your Gift of Farore improves. The effect of your Channel Divinity: Gift of Farore extends to every creature within 30 feet of you.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 slashing, bludgeoning or piercing damage (your choice) to the target. When you reach 14th level, the extra damage increases to 2d8.

Force of Farore

At 17th level, your gift of Farore becomes even more powerful. In addition to it's original effect, you can now grant saves for the Stunned, Paralyzed, Blinded and Petrified conditions.

Wisdom Domain

The primary domain of one of the three Golden Goddesses, Nayru, the wisdom domain represents order and knowledge. At it's best, it's caring, offering guidance to those in need. At it's worst, it's maniacal, cursing those around with misfortune.

Spells at cleric level

| Cleric Level | Spells |
|---------------------|-------------------------------------|
| 1st | Charm Person, Thunderwave |
| 3rd | Calm Emotions, Pass Without Trace |
| 5th | Counterspell, Glyph of Warding |
| 7th | Stone Shape, Greater Invisibility |
| 9th | Rary's Telepathic Bond, Reincarnate |

Benefit of Wisdom

At 1st level, you may know 1 bonus cantrip from the cleric spell list.

Blessing of Nayru

Also at 1st level, clerics of Wisdom may bless their allies with knowledge. Once per short rest, as a bonus action, you may grant a creature other than yourself within 10 feet proficiency in one of the following skills: Arcana, History, Insight, Religion or Survival. This bonus lasts until taking a long rest. Only one creature may benefit from this bonus at a time.

Channel Divinity: Gift of Nayru

At 2nd level, you can use your Channel Divinity to alter fate in small ways.

Whenever another creature makes a save or ability check within 30 feet of you, you may use your reaction to force your target to reroll the save or check before the DM declares whether it's a success or failure. They must use the new roll.

Improved Gift of Nayru

At 6th level, your Gift of Nayru improves. You may now use your Gift of Nayru to force others to reroll attacks in addition to its normal effects.

Potent Spellcasting

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Force of Nayru

At 17th level, your Gift of Nayru becomes powerful enough to edge fate in your desired direction. Rerolls from Gift of Nayru are at either advantage or disadvantage, your choice.

Time Domain

The domain of Her Grace Hylia, the powers of the Time domain are granted to a chosen few. Playing with time is not a power given lightly, and those that have this domain are among the most devout and trusted of the clergy.

Spells at cleric level

| Cleric Level | Spells |
|--------------|-------------------------------------|
| 1st | Featherfall, Longstrider |
| 3rd | Blur, Mirror Image |
| 5th | Haste, Slow |
| 7th | Dimension Door, Freedom of Movement |
| 9th | Hold Monster, Teleportation Circle |

level 1a: Hasten: Starting when you choose this domain at 1st level, you can use your action to touch a willing creature other than yourself to increase its speed by 10. This blessing lasts for 1 hour or until you use it this feature again.

level 1b: Rewind (Once per long rest, reroll 1 d20 roll you have made after you know the result.) Also at 1st level, you gain the ability rewind time, if only for a split second.

level 2: Channel Divinity: Bending the Flow (Bonus Action, Present holy symbol to grant an ally the ability to take an extra action on their next turn. If they use this extra action to attack, they may only make a single attack. If a creature is granted this effect more than once before it takes a long rest, it takes a level of exhaustion for each use.)

level 6: Renewal: (Once per long rest, refresh the use of one of the target's abilities that restores on short rest. Cannot target self)

level 8: Potent Spellcasting

level 17: Stop the Hourglass: As an action, you may halt time for a single object weighing no more than 50 lbs per level or a single creature you touch. If it's a creature, it may make a Wisdom save equal to your spellcasting DC to avoid this ability. If it's an object or the creature fails its save, it is locked in time. This effect continues for as long as you concentrate on it, up to one hour. A creature or object locked in this way may not take any actions, even purely mental ones. Although it can be targeted by actions, they do not have any effect on the subject and deal no damage. When the effect ends, the subject may act normally and do not have any awareness of the time that transpired while they were locked.

Druid

New Druidic Circles

Circle of Elements

The power of the elements is as strong and as ancient as that of nature itself. Many have stood in awe of the raw might of a waterfall, or the ferocity of an inferno. Druids of the circle of the elements revere this primal strength, drawing power from the more case building blocks of the world.

Level 2a: Elemental Aspect: When you choose this circle at 2nd level, you gain the ability to attune the the four elements of the world. During of a short rest, you may select one of the following elements: Fire, Water, Air or Earth. While attuned to an element, you have a bonus cantrip based on the element chosen: *produce flame* from Fire, *spare the dying* for Water, *minor illusion* for Air and *resistance* for Earth.

You are attuned until you choose during a short or long rest to change it or it is expended by one of your abilities.

Level 2b: As a bonus action, you may expend your elemental attunement, ending it immediately. You gain a bonus based on the element you were attuned to.

- Air: Your speed increases by 15 feet for 1 minute. At 6th level, this increases to 30 feet.
- Earth: Your AC increases by 1 for 1 minute. At 6th level, your AC increases by 2 instead.
- Fire: You may add your proficiency bonus to any Charisma check you make for 1 minute.
- Water: You have a pool of healing power equal to your druid level x 5. Any healing not used fades after 1 minute.

Circle Spells: Your mystical connection to the elements infuses you with the ability to cast certain spells. At 3rd, 5th, 7th and 9th level, you gain access to circle spells connected to the element that you are currently attuned to.

| Druid Level | Air Spells | Earth Spells | Fire Spells | Water Spells |
|-------------|----------------------|------------------------|---------------|--------------------------|
| 3rd | Invisibility | Enhance Ability | Scorching Ray | Prayer of Healing |
| 5th | Gaseous Form | Protection from Energy | Tongues | Conjure Animals |
| 7th | Greater Invisibility | Stoneskin | Wall of Fire | Conjure Minor Elementals |
| 9th | Teleportation Circle | Wall of Stone | Dream | Conjure Elemental |

Level 6: While attuned to an element, you have resistance to a damage type associated with it. As a reaction, you may expend your elemental attunement to instead absorb the element, converting the half damage you would take into hit points.

- Air: Lightning
- Earth: Acid
- Fire: Fire
- Water: Cold

level 10: You may attune to two different elements at once. When expending your elemental attunement, you may choose which element you expend, or expend both of them.

Level 14: Once per long rest, as an action, you may invoke the power of the elements, becoming attuned to all of them at once. While so attuned, you have the effects of all elemental attunements and may expend any of them at any time. This effect lasts for 1 minute. At the end of the duration, choose up to two elements that you are still attuned to and lose the rest.

Fighter

New Martial Archetypes

Knight

The knight is a testament to different times. Times when combat was more about honour than anything else. Those that choose to style themselves after the knights of old are protectors of those who cannot defend themselves. Often, they will choose a single charge to defend until death.

Level 3: (A) Knight's Challenge (Mini-Channel Divinity type thing, scales 2, 3 at 7th, 4 at 15th uses/short rest. Your Challenges have a save DC equal to 8 + your proficiency bonus + your Charisma modifier.)

(B) Challenge of Honor (As a bonus action, you can issue a challenge to the creatures around you and expend a use of Knight's Challenge. You may choose a number of targets equal to your level, including yourself. Friendly creatures targeted gain a damage bonus equal to your Charisma modifier when attacking targeted creatures. Hostile creatures must make a Charisma save. On a failed save, they can only attack targets affected by this ability. You cannot have more friendly creatures, including yourself, affected by this ability than hostile creatures. Lasts 1 minute.)

Level 7: Bulwark of Defense (As a reaction, you may expend a use of Knight's Challenge to move up to your speed towards a friendly creature that is the target of a weapon attack. If you end your movement within 5 feet of them, you may take all damage they would take instead.)

Level 10: Daunting Challenge (Action, expend a use of Knight's Challenge, determine if a creature is your equal, superior or inferior in regard to two of the following characteristics of your choice:

- Strength score
- Constitution score
- Dexterity score
- Current Hit Points

If a creature is inferior to you in one of the characteristics you chose, you may force it to make a Charisma save. On a failed save, they become frightened for 1 minute or until they take damage. If they were inferior in both characteristics, they have disadvantage on the save.)

Level 15: Thicket of Blades (Reaction, when a hostile creature tries to leave your threatened area, you may create a thicket of blades. any hostile creature that tries to leave your reach, including the triggering creature, must make a Dexterity save or take knight level damage and be unable to leave your reach. On a successful save, they take half that and move at half speed.)

Level 18: Loyal Beyond Death (As a bonus action, choose a friendly creature within 20 feet of you that has less hit points than you. For 1 minute, so long as you end your turn within 20ft of your target, you refuse to die. When you drop to 0 hit points, you remain conscious and active, and do not make death saves. If you end your turn more than 20 feet from your charge or if they die, you immediately fall unconscious and will start dying as normal.)

Monk

New Monastic Traditions

Way of the Flowing Sands

The desert has a harmony to it that few notice. A flow to the movement of the sand, the struggles of the life within. Those that follow the way of the flowing sands tap into that harmony. As unrelenting as the desert itself, they channel the essence of their desert homes into a powerful focus for their innate ki.

Level 3: Strike Like a Viper: When you hit a creature with one of your attacks granted by your Flurry of Blows, you may spend 1 Ki Point to impose one of the following effects on that target:

- It must make a Dexterity saving throw or else be blinded for one round
- It must make a Constitution saving throw or else be unable to speak for one round.
- It must make a Strength saving throw or else let go of whatever it is carrying in its hands.
- It must make a Wisdom saving throw or else be poisoned for one round.

Level 6: Flow Like the Wind: When performing opportunity attacks or monk class abilities that require that you spend your reaction, you may spend 1 Ki Point instead of spending your reaction..

Level 11: Patient as an Owl: You may make a Wisdom (Insight) roll as an action against a creature within 60ft that you can see and is unaware of your presence, opposed by their Wisdom (Perception). If you succeed, you are invisible and inaudible to that creature for 10 minutes. This limited invisibility ends early if you perform a hostile action against that target or if another creature points out your presence as an action. You may only use this ability once per short rest.

level 17: Pitiless as the Sun: Whenever a creature makes a melee weapon attack against you and misses, you may spend your reaction and 2 ki points to redirect the attack back at them. This new attack is made with the same modifiers, damage, and effects as the original attack. You may further augment this attack's damage by spending ki points at a rate of 1d8 damage per ki point (max +5d8).

Paladin

New Oaths

Oath of the Fierce

Other paladins are made, forged in the holy fires of duty. You were chosen. Chosen for a ferocity, an honour that transcends the power of the divine. Those that are granted the chance to take the oath of the fierce are intense, driven folk, with few compunctions about fighting and killing to do what needs to be done.

Tenets of the Fierce

- **No Quarter:** Mercy is cowardice. Cowardice in the face of evil is blasphemy.
- **Swift Justice:** Evil is irredeemable, and must be put down swiftly.
- **Innocence is a Virtue:** The innocent are the greatest treasures, as lost innocence never returns. Protect it.
- **Power is Responsibility:** Do not waste your strength on foes that are below you. Only the powerful need to be faced with your true strength.

Level 3a: Fierce Incarnation: Where paladins of other Oaths receive extra spells to cast, you are granted divine might. Beginning at 3rd level, you may spend a bonus action to take on an aspect of the Fierce. While in Fierce Incarnation, you are resistant to all damage. In addition, whenever you make a weapon attack, you may add 1d4 damage of the same type to it. You may remain in Fierce Incarnation for a number of rounds equal to your paladin level.

Your Fierce Incarnation becomes more powerful as you gain levels. At 5th level, your size while in Fierce Incarnation increases by one category, granting you advantage on strength checks and saves. At 9th level, the extra damage you deal increases to 2d4. At 13th level, you may use your reaction to make a weapon attack when damaged by a creature within 5 feet of you. At 17th level, you may cast the spell *destructive wave* once without expending a spell slot while in Fierce Incarnation.

Once used, you may not use Fierce Incarnation again until you have taken a long rest.

Level 3b: Channel Divinity: When you take this oath at 3rd level, you gain the following two Channel Divinity Options.

Curse the Unholy: As an action, you can curse a single creature within 10 feet of you to tremble at the sight of you. The creature must succeed on a Wisdom save. On a failed save, for one minute they have disadvantage on all ability checks or attack rolls so long as you are within 10 feet of them. On a successful save, they are unaffected, and you may not use this feature on them again until you have taken a long rest.

Bind Transgressors: As an action, you may bear your holy symbol, using your Channel Divinity. Divine chains bind all fiends and aberrations within 30 feet. They must succeed on a Strength or Dexterity save (their choice) or be restrained. Once restrained, a creature may make

a Strength save at the end of each of its turns. On a success, it frees itself and the chains vanish.

Level 7: Battlefield of the Chosen: By 7th level, the hatred of the Fierce seeps into the battlefield around you. As a bonus action, you may choose a hostile creature within 30 feet of you. That creature is now your chosen target. Whenever your chosen target tries to move away from you, they must make a Wisdom save. On a failed save, they cannot move away from you. On a successful save, they may move at half their speed.

Any other hostile creature that tries to move toward you or your chosen target must make a Wisdom save. On a failed save, they may only move half their speed. On a successful save, their movement isn't restricted.

Once you use ability, you cannot use it again until you have taken a short rest.

Level 15: Extra Attack (2)

Level 20: Arena of the Divine: At 20th level, you embody the wrath of the Fierce. Once per long rest, as an action, you may select one creature. Both you and the target are teleported to an extradimensional arena that cannot be accessed by any other creature. The area you are teleported to is 200 feet in diameter and completely flat and featureless, save for the edges, which are flat, featureless walls.

The arena lasts until either you or your target is reduced to 0 hit points. At that point you both are returned to your original space, or the nearest unoccupied space if that space is occupied. If you have 1 hit point or more when the effect ends, you regain use of your Fierce Incarnation.

Once you use Arena of the Divine, you cannot use it again until you have taken a long rest.

Oath of the Harbinger

The opposer, the doombringer. Where the Oath of the Fierce is the use of strength for the betterment of others, paladins that swear the Oath of the Harbinger use their powers to belittle and destroy. Often petty, these foul tricksters will destroy anything in their path just to prove a point.

Tenets of the Harbinger

- **Envy the Mighty:** The mighty are only so as long as they can ward you off. Eliminate them as soon as possible.
- **Hold no Friends:** Allies strong enough to betray you, invariably will. Use them as tools to be discarded.
- **Bring Forth Chaos:** Order is a tool used by the weak to shackle the strong. Destroy every trace of it.

Oath of the Harbinger Spells

| Paladin Level | Spells |
|---------------|--|
| 3rd | Charm Person, Tasha's Hideous Laughter |
| 5th | Crown of Madness, Invisibility |
| 9th | Bestow Curse, Fear |
| 13th | Hallucinatory Terrain, Polymorph |
| 17th | Mislead, Modify Memory |

3: Channel Divinity: When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Convert: (charisma save, control creatures actions until end of it's turn, cannot force the creature to harm itself. If the target is already charmed by you, instead charmed until the end of your next long rest)

Exploit Weakness: (wisdom save, disadvantage on all saves for 1 minute)

7: **Impending Doom:** At 7th level, an aura of creeping dread surrounds you while you are not incapacitated. The aura extends 10 feet from you in every direction, but not through total cover.

Hostile creatures that end their turn within your aura must make a Wisdom save against your spellcasting DC. Creatures that fail the save are frightened of you. Creatures that are frightened of you treat all movement within 10 feet of you as difficult terrain.

At 18th level, this aura extends to 30 feet.

15: **Throwing the Moon:** Starting at 15th level, you can conjure the image of a mass catastrophe. Whenever you cast a spell that does damage, creatures within 10 feet of the target that are frightened of you take your Charisma modifier as psychic damage.

20: **Malice Incarnate:**

Oath of the Lanterns

Lore here.

Tenets of the Lanterns:

- Fire Consumes The Darkness: The Darkness is your natural prey. Many religions paint the struggle between Light and Dark as adversarial, but it is much more simple: Fire needs to eat, and Darkness is an excellent meal.
- Shine A Light Upon The World: The Divine Flame cannot be caged for long. It is best to travel the world periodically and to be enriched by its bounties.

- The Great Purifier: No sin is so deep that it cannot be removed by the Divine Flame. No wrong is so egregious that it cannot be cleansed by the Divine Fire's embrace. Only the Divine Fire Itself may judge the souls of the worthy. You only bear its Lantern.

| Paladin Level | Spells |
|---------------|--|
| 3rd | Faerie Fire, Burning Hands |
| 5th | Pyrotechnics (Elemental Evil), Hold Person |
| 9th | Protection from Energy, Mass Healing Word |
| 13th | Freedom of Movement, Wall of Fire |
| 17th | Immolation (Elemental Evil), Hallow |

3a: Channel Divinity: When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Raise the Lantern: As an action, you present your holy symbol or a lantern and speak a prayer to the Divine Fire. Fiends and undead within 30 feet of you must make a Wisdom saving throw or be blinded for 1 minute. They may make new saving throws at the beginning of each of their turns to end the effects early.

Keeper of The Flame: As a bonus action, you cause one light source that is either unattended or on your person to flare up with the Divine Fire. Its illumination range is doubled. Creatures you choose within the illumination range take radiant damage equal to your proficiency bonus at the end of each of your turns. This effect lasts for one minute.

3b: **Pass The Torch:** At 3rd level, when the Divine Fire is kindled in your keeping, you learn the Sacred Flame cantrip.

7: **Aura of the Worthy:** At 7th level, you begin to embody the Divine Fire, and it glows within your eyes. You and all allies within 10 feet of you have resistance to radiant, necrotic, and fire damage. At 18th level, the range of this aura increases to 30 feet.

15: **Soul of the One Flame:** At 15th level, your soul becomes a lantern that houses the Eternal Flame. You gain immunity to fire. In addition, when you would take fire damage, you heal that amount instead.

20: **Mask Held Over The Sun:** At 20th level, you can channel the Eternal Flame through your very body. As an action, you can wrap yourself in the purifying flames of the Divine Fire, covering your body in golden fire. For 10 minutes, you gain the following effects:

- You become immune to radiant damage, and whenever you would take radiant damage, you heal for the amount dealt instead.

- Any creature attacking you in melee takes 2d8 radiant damage, and an extra 1d8 if it is undead or a fiend.
- Whenever you deal radiant or fire damage, you can add your Charisma modifier to the damage dealt.

Once you use this feature, you can't use it again until you finish a long rest.

Ranger

New Ranger Archetypes (PHB Ranger)

Skirmisher

When you spend months deep in hostile territory, you learn to keep moving. To stop is to die. This is a fact known all too well by scouts.

Level 3: Skirmish: You gain a damage bonus on a single hit with a weapon attack. The bonus depends on the type of attack:

- Melee Weapon Attack: You deal extra damage equal to half your class level if you move at least 10 feet or extra damage equal to your class level if you move at least 20ft before your attack. You may not gain this bonus more than once per turn.
- Ranged Weapon Attack: If you move at least 10 ft during your turn, you deal +1 damage for every 10ft between you and your target (rounded up), maximum bonus is equal to your class level. You may not gain this bonus more than once per turn.

Additionally, you may sheathe and then draw a weapon as part of the same action.

Level 7: Rapid Repositioning: You may dash as a bonus action. While dashing, opportunity attacks are made against you with disadvantage.

Level 11: Combat Caster: When you use your action to cast a spell, make one weapon attack as a bonus action. Additionally, you treat your weapons as a spellcasting focus and may use a hand holding a weapon when performing somatic components for your ranger spells.

level 15: Hunting Pack: Your allies may benefit from your Hide in Plain Sight and Vanish features so long as they are within 15ft of you.

New Ranger Conclaves (Revised Ranger)

Skirmisher v2

When you spend months deep in hostile territory, you learn to keep moving. To stop is to die. This is a fact known all too well by scouts. (This version is designed for use with the Revised Ranger from the September 2016 Unearthed Arcana.)

Level 3: Skirmish: If you move at least 10 feet during your turn and take the Attack action, you may make an additional attack as part of that action. Additionally, you may sheathe and then draw a weapon as part of the same action.

Level 5: Parting Gift: When you take a disengage action, you may make a melee attack before you move.

Level 7: Rapid Repositioning: Your speed increases by 10 feet. While using the Dash action, opportunity attacks are made against you with disadvantage.

Level 11: Combat Caster: When you use your action to cast a spell, make one weapon attack. Additionally, you treat your weapons as a spellcasting focus and may use a hand holding a weapon when performing somatic components for your ranger spells.

Level 15: Hunting Pack: Your allies may benefit from your Hide in Plain Sight and Vanish features so long as they are within 15ft of you.

Rogue

New Archetypes

Eye of Truth

(lore)

Level 3a: A number of times per day equal to your intelligence modifier, you may determine whether a single statement is false as far as the speaker knows. This does not reveal the truth, nor does it reveal the intent behind the falsehood.

Level 3b: You may concentrate on an object you lay your hands on. While concentrating on the object, you may perform no other actions and must remain in contact with it for the entire duration. For each full minute you concentrate on the object, you may learn two pieces of information about it of your choice from the following list:

- The last owner's race
- The last owner's gender
- The last owner's age
- How long ago the last owner gained or lost the object.
- How far away and in what direction the object was from your current location, either one hour, one day, one month, or one year ago.

Asking the same question multiple times does not change the answer given. All info is given in the context of the last time the object was in a prior owner's possession. After learning one fact about the prior owner of the object, during subsequent minutes, you may learn about the owner before them. You may repeat this until you encounter the original owner of the object. Once you use this ability, you may not use it again until you complete a short rest.

Level 9: You gain advantage on saving throws against illusions. Once per short rest, if you succeed on a saving throw against an illusion, you may use your reaction to dispel the effect immediately.

Level 13: Magatama: Once per short rest, you may cast *true seeing* on yourself. In addition, while under the effects of *true seeing*, you may focus on a creature within your line of sight for 1 minute. If you do so, they must make a Charisma save (DC 8 + your Intelligence modifier + your proficiency bonus). If they fail, they cannot tell a lie so long as you continue to concentrate on the effect and you are still under the effects of *true seeing*. If they succeed, they are immune to this effect for the next 24 hours. You know whether the target succeeded or failed.

level 17: Once per long rest, when you hit with a sneak attack, you may use your reaction to open up a weakness in the enemy's defenses. The next weapon attack you make against that target before the end of your next turn is treated as if you rolled a natural 20.

Sorcerer

New Origins

Light Origin

Your innate magic comes from the metaphysical Light that has existed since the divine creation of the world. Some believe this light to be the distilled radiance of the Three Golden Goddesses. You might bear some lineage to the ancient Hyrulean royal family, who's been a keeper of the light since time immortal. You might have been exposed to some the Goddess' radiance; or simply you might be an individual who embodies the ideals of the Light. However you came about it, you can channel the light of creation through your magic.

Light Heritage

At 1st level, you get the *Light* cantrip added to your list of known spells. If you already know *Light* then you may choose another cantrip from the sorcerer spell list. This does not count against the number of cantrips you know.

As an action, you may enchant a number of bolts, arrows, or slingstones equal to your charisma modifier with divine light. Those projectiles deal an extra 1d4 radiant damage. The projectiles retain their enchantment for one hour. You may not have more than your Charisma modifier projectiles enchanted in this way at any time. Enchanting additional projectiles removes the enchantment on previous projectiles starting with the oldest.

The radiant damage increases to 2d4 at 5th level, 3d4 at 11th level, and 4d4 at 17th level.

Bring the Dawn

Starting at 6th level, you may spend 1 sorcery point when you cast a spell to convert that spell's damage to radiant.

In addition, as an action you can cause a light source within 30 feet to flare in intensity, doubling the range at which it sheds bright and dim light. This effect lasts 1 minute or until the light source is extinguished, whichever occurs first.

Light Ward

Beginning at 14th level, you can create glyphs formed from primal light. This ability functions as per the *Glyph of Warding* spell with the following exceptions:

When the glyph is created, choose single use or permanent. Single use glyphs end after being triggered. Permanent glyphs go dormant for 10 minutes after being triggered.

Instead of choosing between Explosive Runes or Spell Glyph, you must choose one of the following:

Flash of Light. The glyph explodes in divine radiance, causing all creatures within a 20 foot radius to make a reflex save. Affected creatures take 12d6 radiant damage and are blinded for one minute. On a successful save they take half damage and are not blinded.

Cage of Light. Creates a forcecage (as per the spell) around the creature triggering the glyph. Details such as whether it's solid box or a cage are chosen when the glyph is created. If

you chose to create a permanent glyph, it goes dormant for the duration of the force cage and for 10 minutes afterwards.

You may only have a number of glyphs active at any one time equal to your charisma modifier. Creating an additional glyph ends the oldest one created.

Realm of True Light

At 18th level, as an action you can create a zone of light, centered on you, that extends out in a 30 foot radius. Creatures who attempt to enter or leave the area must make a Constitution save. On a failed save, they take 14d6 radiant damage and cannot enter or leave the area. On a successful save, they take half damage and can enter or leave the area. You may designate any number of creatures that can enter and leave the area without having to make a save or take damage. The effect lasts as long as you concentrate on it and don't move from the location you activated the ability. Additionally, projectiles aimed at creatures within the area are made at disadvantage. Creatures within the area have advantage on saves against spells cast from outside the area. You may not use this ability again until you complete a long rest.

Warlock

New Patrons

Three Goddesses

The Golden Goddesses of legend are said to have created Hyrule, and to have left the Triforce at the point where they left for the heavens once more. While the Triforce is no more, they still watch and guide the people of the land. Sometimes, they approach a chosen mortal, granting them but a small shard of their power to protect the lands of Hyrule where they cannot. These divine warlocks often times end up exemplifying a single aspect of the Three Goddesses, but all have the ability to call on the power of their patrons in times of need.

Expanded Spell List

The Three Goddesses lets you choose from an expanded list of spells when you learn a new warlock spell. The following spells are added to the warlock spell list for you.

| Three Goddesses Expanded Spells | |
|--|--|
| Spell Level | Spells |
| 1st | Bane, Bless |
| 2nd | Enhance Ability, Alter Self |
| 3rd | Daylight, Elemental Weapon |
| 4th | Guardian of Faith, Conjure Minor Elemental |
| 5th | Creation, Reincarnate |

Scion of the Triforce

Starting at 1st level, you are blessed by the power of one the Three Goddesses. When you first gain this feature, choose one of the following benefits, granted to you by your patrons.

- **Flames of Retribution:** Upon being hit by a creature with a melee attack, you may use your reaction to force them to make a Dexterity save. On a failed save, they take 2d8 fire damage, and they are knocked back 10 feet. On a successful save, they take half as much damage and are not knocked back. You may use this ability once per short rest.

The damage this ability does increases to 3d8 at 5th level, 4d8 at 11th level and 5d8 at 17th level.

- **Flash of Indignation:** Upon being hit by a creature with a melee attack, you may use your reaction to force them to make a Dexterity save. On a failed save, they take 2d8 radiant damage. On a successful save, they take half that damage. You heal for an amount equal to half the damage the target took plus your Charisma

modifier. You may use this ability once per short rest.

The damage this ability does increases to 3d8 at 5th level, 4d8 at 11th level and 5d8 at 17th level.

- **Condemnation of Scorn:** Upon being hit by a creature, you may use your reaction to force them to make a Wisdom save. On a failed save, they take 1d10 psychic damage. In addition, the all attacks against them until the end of your next turn are at advantage. On a successful save, they take no damage. You may use this ability once per short rest.

The damage this ability does increases to 2d10 at 5th level, 3d10 at 11th level and 4d10 at 17th level.

Grace of the Triforce

Starting at 6th level, you gain another boon from your patrons. When you first gain this feature, choose one of the features below. Additionally, you may change the benefit of Scion of the Triforce once if you so wish.

- **Lavawalker:** You are immune to damage from being in contact with lava. You are still able to drown in lava. Additionally, you gain resistance to fire damage.
- **Land's Stride:** Moving through non-magical difficult terrain costs you no extra movement. You can also pass through non-magical plants without being slowed by them and without taking damage from them if they have thorns, spines or similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell.

- **Eyes of Night:** You gain darkvision out to 60 feet and can see in magical darkness. If you already have darkvision, the range increases by 60 feet. Additionally, you are immune to the blindness condition.

Voice of the Triforce

Starting at 10th level, your very presence is suffused with the power of the Goddesses. When you first gain this feature, choose one of the features below. Additionally, you may change the benefit of either Scion of the Triforce or Grace of the Triforce once if you so wish.

- **Voice of Power:** When you speak, you may choose to have your voice can be heard over any sound, regardless of how loud you speak. When you succeed on a Charisma check against a creature, you may cast Dominate Person on them once per long rest.
- **Voice of Courage:** You are immune to the charmed condition. Once per long rest, if a creature casts a spell that would cause the charmed condition on you, you may use your reaction to turn it back on them as if you cast it on them instead. They must roll the related save with disadvantage.
- **Voice of Wisdom:** You double your proficiency bonus on Charisma checks. Once per long rest, you may reroll a single Charisma check or save after you have

seen the roll, but before you know whether it succeeds or fails. You must use the new roll.

Might of the Goddesses

Starting at 14th level, your power grows exponentially. Once per long rest, you may call on a single ancient spell left behind by the Goddesses themselves. As an action, you may use one of the following abilities.

- **Din's Fire:** All creatures other than yourself within a 20 foot radius, centred on you, must make a Dexterity save. They take 11d6 fire damage on a failed save, or half that damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.
- **Farore's Wind:** Choose up to 8 creatures within 30 feet of you. You and those creatures are teleported to a single location you specify that you have been to within 24 hours, as per the *teleport* spell. You are always 100% accurate with Farore's Wind.
- **Nayru's Love:** For the next 5 rounds, you gain immunity to all damage types.

Twilight Gods

It is said that when the twili first were banished to the Twilight Realm, they found it already occupied. Masters of this in-between realm, they granted the twili refuge and homes. None alive today know what these mysterious beings are, or where they might be hidden. Some have been given some glimpse of their power, however. These so-called Twilight warlocks are masters at walking the line between Light and Darkness.

Expanded Spell List

The Twilight Gods lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

| Twilight Gods Expanded Spells | |
|--------------------------------------|--------------------------------------|
| Spell Level | Spells |
| 1st | Faerie Fire, Silent Image |
| 2nd | Blindness/Deafness, Phantasmal Force |
| 3rd | Daylight, Hypnotic Pattern |
| 4th | Dimension Door, Greater Invisibility |
| 5th | Mislead, Passwall |

Onset of Twilight

Starting at 1st level, you may infuse yourself with the power of Twilight. Once per short rest, as an bonus action you may enter Onset of Twilight. Onset of Twilight lasts until you take a long or short rest, or ended at any time as an action. While under the effect of Onset of Twilight, you gain the following:

- Vulnerability to Radiant Damage
- Resistance to Necrotic Damage
- While in dim light or darkness, you have advantage on Stealth checks.

Additionally, you gain proficiency in stealth if you did not already have proficiency. If you are already proficient in Stealth, you double your proficiency bonus.

Shadow Hunter

Starting at 6th level, the hidden nature of Twilight empowers your spells. Creatures that can't see or haven't noticed your presence have disadvantage on saves against your spells.

In addition, while under the effects of Onset of Twilight, you may force the nature of a creature to be more in line with your own. When a creature fails a save against or takes necrotic damage from one of your spells, you use your reaction to make that creature a creature of Twilight for 1 minute. Creatures of Twilight have vulnerability to radiant damage, resistance to necrotic damage, and take 1d4 plus your Charisma modifier radiant damage from bright light.

The Twilight Path

Starting at 10th level, the power of the Twilight Gods flow through you. When not under the effects of Onset of Twilight, you have resistance to radiant damage. The nature of the power gained from Onset of Twilight overrides this benefit.

While in Onset of Twilight, you may use a bonus action to change the damage type of any spell you cast to either radiant or necrotic, increasing the damage it deals by one die type. For example, a spell that does 1d10 damage instead does 1d12.

Zone of Twilight

Starting at 14th level, your power over Twilight becomes strong enough to summon a shard of the Twilight Realm to the world. While under the effects of Onset of Twilight, you may use your action to choose a point within 60 feet of you. You create a zone of Twilight with a 20 foot radius centred on that point. You must concentrate on this effect as if it was a spell, and it can last up to 10 minutes. Regardless of light outside the zone of Twilight, it is always dim light inside. Creatures attempting to leave the zone must make a Wisdom save. On a failed save, they take 3d6 points of radiant damage plus 3d6 points of necrotic damage and cannot leave the zone. On a successful save, they take half that and can leave the zone normally. Creatures of Twilight have disadvantage on this save.

Great Faeries

Mysterious benefactors of the Hero of Time, origin of the Great Faeries is mysterious at best. With power over their lesser kin, the fairies, they themselves are rarely seen outside of

their sacred fountains. Very rarely, they will grant a mortal a shard of their power to serve their ends in the lands of Hyrule.

Expanded Spell List

The Great Faeries lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

| Great Faeries Expanded Spells | |
|--------------------------------------|---------------------------------|
| Spell Level | Spells |
| 1st | Faerie Fire, Sleep |
| 2nd | Web, Alter Self |
| 3rd | Bestow Curse, Slow |
| 4th | Confusion, Greater Invisibility |
| 5th | Modify Memory, Mislead |

Fae Trust

Starting at 1st level, you gain the trust of the fairies. You gain a number of fairy companions equal to your proficiency bonus. Each fairy has hit points equal to your level and have an AC equal to 10 + your proficiency bonus. They're also proficient in all the same saves as you are. You can place a fairy within 30 feet as a bonus action. It remains there until recovered as another bonus action or if you go more than 1 mile away from it. If ever a fairy killed or expended, it returns after a short rest. You may move all active fairies up to twice your move speed as a bonus action.

Additionally, you may cast cantrips from any active fairies as though you were there. Fairies do not provide vision so enemies concealed from you but not from the fairy's position still have concealment.

Weal or Woe

Starting at 6th level, you may direct your fairy companions to give another creature the luck of the fae. If a fairy is within 10 feet of a creature who makes a saving throw, you may use a reaction expend that fairy to force that creature to reroll the save. They must abide by the new roll. You may use this ability after you know whether the save succeeded or failed.

Omni-presence

Starting at 10th level, your bond with your fairy companions strengthens. You are treated as having vision from the location of all active fairies. Additionally, you may place or recall any number of fairies as a bonus action. Lastly, once per short rest, you may cast a non-cantrip spell through your fairies.

Fae Might

Starting at 14th level, you're granted even greater trust from the fairies. When you cast a spell through a fairy, you may duplicate that spell for each active fairy. You may choose new targets (if applicable) for those spells. Resolve each spell one at a time. Although duplicated spells do not expend additional spell slots, you must still expend any required material components. Once the spells have been cast, expend all active fairies. You may not use this ability again until you've completed a long rest.

Infernal Legion

Better known simply as demons, the Infernal Legion is bent on conquering the surface world to be remade in their image. Many believe that they are what drove Ganondorf to possess the Triforce and to destroy Hyrule itself. Despite this, there are some that are drawn to the power they can offer. It is rare for a good creature to take up the power of demons, but a few may for the strength it brings to protect against the very beings that grant them power.

Expanded Spell List

The Infernal Legion lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

| Infernal Legion Expanded Spells | |
|--|--|
| Spell Level | Spells |
| 1st | Burning Hands, Disguise Self |
| 2nd | Continual Flame, Scorching Ray |
| 3rd | Fireball, Bestow Curse |
| 4th | Conjure Minor Elementals, Wall of Fire |
| 5th | Contact Other Plane, Immolation (Elemental Evil) |

Hellfire

Starting at 1st level, you gain the power to summon forth flames from the hells. Creatures with immunity to fire damage still take half damage from your spells and effects that deal fire damage. Creatures with resistance to fire damage take full damage from the fire damage dealt by your spells and effects. Additionally, when you cast a Cantrip, you can have any damage it deals be fire damage instead.

Reduce to Ash

Starting at 6th level, the flames of your hellfire burn ever hotter. Whenever you deal fire damage to a creature, reduce their max HP by an amount equal to the damage dealt. This HP reduction goes away after completing a long rest. If this reduces the target's maximum HP to 0,

they are disintegrated. The creature can be restored to life only by means of a *True Resurrection* or *Wish* spell.

Heart of the Inferno

Starting at 10th level, you gain some of the strengths of demons. You gain resistance to fire. Additionally, you are immune to maximum HP reduction effects.

Burnt Earth

Starting at 14th level, you may bring forth a portion of the fiery realm of your patron to the world. You may cast the *Firestorm* spell once per long rest.

Wizard

New Arcane Traditions

School of Darkness

As a student of Darkness, you are less a manipulator of the primal darkness and more empowered by it. You've let it seep into your soul and thus into your spells. It is taught with only the utmost care, it's deeper mysteries imparted only upon those who've shown control not only over their magic but themselves as well lest the darkness consume them entirely.

Shadows Call

Starting when you choose this school at 2nd level, you gain ability to dim or snuff one light source within 60 feet as a bonus action. Lights that are magical in nature, such as those from the light or continual flame spells, are reduced from bright to dim light for 1d4 rounds.

Darkness of the Mind

Starting at 2nd level, you can use your knowledge of darkness to occlude yourself from others. Whenever you hit an enemy with a spell, they must make a Wisdom save. If they fail the save, they cannot see you or any spells you cast for as long as you concentrate on this effect. They may make a new Wisdom save at the end of each of their subsequent turns if they are aware of your presence.

Dying of the Light

Starting at 6th level, you may supplement your strength with the expended power of your foes. Once per short rest, if you bring a creature to 0 HP in darkness with a spell, you may regain an expended spell slot. Additionally, whenever you cast a spell, you may choose to have that spell's effects produce no illumination but still generate all other effects. The results of those effects, such as setting something on fire, is unaffected.

Shadow Force

Beginning at 10th level, you can draw deeper from the power of darkness. As an action, you may spend an unused spell slot to create a vortex of magical power so strong, that light cannot even escape it. Choose a point within 60 feet of you to create a vortex of pure darkness. This vortex lasts for a number of rounds equal to your Int mod. Creatures within 20 feet of the vortex must make a Strength save. If they fail, they are pulled 5 feet closer to the location and take 1d6 force damage per level of the spell slot spent. If target location is in darkness, they instead take 1d8+1 force damage per level of spell slot spent. If two or more creatures would be pulled into the same space, they are instead pulled into adjacent spaces and knocked prone. On a successful save, they take half that damage, and are not pulled. In addition, all light sources in the area are dimmed by one step every round. Magical lights return to normal after the vortex has expired if they still have duration left. You may only have one vortex at a time.

Shroud of Shadow

Starting at 14th level, darkness has accepted you as its own. You gain the ability to see in magical darkness, and darkvision out to 60 feet. If you already had darkvision, it instead increases by 60 feet. When you are within darkness, magical or otherwise, you are resistant to all damage except radiant.

New Backgrounds

Bodyguard

Feats

Exemplar Feats

Exemplar feats are a special breed of feat. They represent a natural capacity that is greater than most normal mortal creatures. You may only have 1 exemplar feat, and they increase the maximum on your ability scores. Anything that increases your stats can go up to the natural maximum of 20, +4 if you have the exemplar feat for that ability score. Effects that increase the maximum of your ability scores stack. A barbarian with Exemplar of Strength, for example, could reach 28 strength.

Exemplar of Strength

Prerequisites: Strength 20 or higher

Your strength is unrivaled. You gain the following benefits:

- Your natural maximum for Strength increases by 4, to a maximum increase of 30.
- You count as one size larger when determining your carrying capacity and the weight you can push, drag or lift. This stacks with the Powerful Build racial trait.
- Your melee attacks that use Strength deal double damage to objects.

Exemplar of Dexterity

Prerequisites: Dexterity 20 or higher

You move with a grace unmatched. You gain the following benefits:

- Your natural maximum for Dexterity increases by 4, to a maximum increase of 30.
- Your first 10 feet of movement during your turn does not provoke opportunity attacks.
- You have advantage on checks and saves against the restrained and grappled conditions.

Exemplar of Constitution

Prerequisites: Constitution 20 or higher

You're naturally hearty in a way some can only dream of. You gain the following benefits:

- Your natural maximum for Constitution increases by 4, to a maximum increase of 30.
- You have advantage on saves against exhaustion.
- You are acclimatized to extreme heat, extreme cold and high altitudes.

Exemplar of Intelligence

Prerequisites: Intelligence 20 or higher

Your talent for logic and reason are prodigal for the era. You gain the following benefits:

- Your natural maximum for Intelligence increases by 4, to a maximum increase of 30.
- You may use your Intelligence score + your Proficiency bonus in place of a roll for any check related to remembering anything you have heard, seen or read.
- You have advantage on checks made to forge duplicates of any document or item that you are able to create.

Exemplar of Wisdom

Prerequisites: Wisdom 20 or higher

You are wise beyond your years, and only seem to get wiser. You gain the following benefits:

- Your natural maximum for Wisdom increases by 4, to a maximum increase of 30.
- You may use your Wisdom score in place of a roll for any Wisdom check you make.
- You may use your Wisdom modifier in place of the relevant modifier for a single ability check. This does not make it a Wisdom check. After you use this feat in this way, you may not do so again until you finish a short or long rest.

Exemplar of Charisma

Prerequisites: Charisma 20 or higher

You have a silver tongue, and can talk yourself out of (and into) trouble with ease. You gain the following benefits;

- Your natural maximum for Charisma increases 4 by, to a maximum increase of 30.
- You automatically win contested checks involving Charisma if your Charisma score is higher than the opposing roll total.
- You have advantage on checks and saves to resist charm, mind control or possession.

● Reincarnation Table

(rare 3%, uncommon 6%, common 11%)

| d100 | Race |
|-------------|--------------------------|
| 01-03 | Deku, Kokiri |
| 04-07 | Deku, Korok |
| 09-10 | Deku, Scrub |
| 11-16 | Goron |
| 17-22 | Human, Foreigner |
| 23-33 | Human, Hylian |
| 34-44 | Human, Gerudo |
| 45-55 | Human, Sheikah |
| 56-61 | Rito, Faron |
| 62-67 | Rito, Tabanatha |
| 68-73 | Rito, Lanayru |
| 74-76 | Twili |
| 77-82 | Zora, Arctic |
| 83-88 | Zora, Inland |
| 89-94 | Zora, Ocean |
| 95-97 | Zora, River |
| 98-00 | Original Creature's Race |

Gods and Deities

Great Goddesses:

Din, Goddess of Power | Chaotic Neutral | Tempest, War, Power
Farore, Goddess of Courage | True Neutral | Life, Nature, Courage
Nayru, Goddess of Wisdom | Lawful Neutral | Arcana, Light, Wisdom

Patrons of the Tribes:

Great Deku Tree, of the Dekus | Neutral Good | Nature, Knowledge, Life
Her Grace Hylia, of the Hylians | Neutral Good | Light, War, Time
Lord Jaboon, of the Ocean Zora | Lawful Neutral | Tempest, Knowledge, Protection
Lord Valoo, of the Rito | Lawful Good | Light, Tempest, Arcana
Sheikah Patron, of the Sheikah | True Neutral | Death, Knowledge, Trickery
Goddess of the Sand, of the Gerudo | Lawful Neutral | Tempest, Death, Life (Water)
Lord Ganon, of the Monster Tribes | Neutral Evil | War, Death, Arcana

Saints and Other Divines:

Saint Link, Wielder of the Triforce of Courage | Chaotic Good | War
Saint Zelda Hyrule, Wielder of the Triforce of Wisdom | Neutral Good | Knowledge
Ganondorf, Wielder of the Triforce of Power | Chaotic Evil | Death
The Great Faeries, Spirits of Nature and Magic | Chaotic Good | Trickery, Nature
Infernal Legion, Last Army of the Demon Lord | Chaotic Evil | Death, Trickery
The Twilt Pantheon, Mysterious Gods of Twilight | True Neutral | Knowledge, Trickery

Otherworldly Divines:

Fierce Deity, Terminan God | Lawful Good | Power, Tempest, War
Majora, Terminan God | Neutral Evil | Death, Trickery, Wisdom
Goddess of the Stone Tower, Terminan Goddess | True Neutral | Courage, Knowledge, Life